

Lin Feng

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(718) 207-7616
Based in NY

Visual Designer & Curatorial Assistant with cross-disciplinary experience in interactive arts, graphic design, and exhibition curation.
Skilled in producing engaging visual content and coordinating contemporary art exhibitions across Shanghai, Tokyo, and New York.

Education

Shanghai Normal University

Bachelor of Art, Visual Communication

GPA: 3.6 (Top1)

Core course: Poster Design, Typography, Book Design, Branding, Information Design, Interaction Design

Shanghai, China

Sep 2018 - Jun 2022

Pratt Institute

Master of Fine Art, Digital Arts - Interactive Arts

GPA: 3.9

Core course: Interactive Art, Mixed Reality, Programming Languages, Physical Installations, Sonic Art, VFX

New York, US

Sep 2023 - Jun 2025

Professional Experience

West Bund Museum

Graphic Designer

Shanghai, China

Aug 2021 – Dec 2021

- **Poster / Ticket / Event Visual Design:** Designed and developed visual materials for exhibition campaigns, including posters, tickets, opening event graphics, and interactive content. Contributed to high-profile exhibitions such as The Voice of Things, My Eyes, Kandinsky: The Pioneer of Abstract Art, Architecture of Paris, Bill Viola: Five Angels for the Millennium, and Chen Wei: Make Me Illusory.
- **Exhibition Catalogue Design and Proofreading:** Proofread and edited text and image content for the Architecture of Paris exhibition catalogue. Collaborated on layout design to ensure visual consistency and accuracy.
- **Museum Identity Enhancement:** Redesigned and optimized the museum's wayfinding system and floor plans across all levels, improving visitor navigation and enhancing clarity of exhibition information and spatial flow.

Xiang Art Museum

Curatorial Assistant & Visual Designer

Shanghai, China

Jul 2022 – Nov 2022

- **Exhibition Assistance:** Coordinated meetings with artists, welcomed VIP guests during the opening reception, introduced artworks, and answered visitor inquiries.
- **Video Production and Editing:** Scripted and filmed 13 introductory videos featuring galleries, art spaces, and tech companies. Garnered attention from local SMEs online and built a community of over 100 people for ongoing engagement.
- **Graphic Design:** Designed exhibition posters, brochures, and social media visuals. Created wall texts and artwork labels. Adjusted the venue's navigation system to accommodate spatial changes, ensuring a smooth visitor flow throughout the exhibition.

JING Studio

Graphic Designer & Studio Assistant

Shanghai, China

Jun 2020 - Feb 2021

- **Workshop Documentation:** Captured and compiled materials from an inter-university design workshop, including filming, audio transcription, writing, product photography, and image retouching.
- **Publication Production:** Co-designed the official workshop book and supervised printing, managing binding details and color consistency through direct vendor communication.
- **Print Coordination:** Assisted in the design and proofreading of Shanghai Airport's new promotional brochure and coordinated with print vendors to ensure final production quality.

2 Inch Studio

Graphic Designer & Studio Assistant

Shanghai, China

Apr 2021 - Apr 2022

- **Brand Identity Enhancement:** Refined and expanded the studio's brand identity by redesigning the logo and extending its visual system, increasing brand recognition and user impact.
- **Course Content Optimization:** Organized and restructured Design Thinking course materials to improve logic and visual clarity. Created illustrative models to enhance comprehension and supported workshops for clients.

Skills

- **Design Tools:** Photoshop, Illustrator, InDesign, Figma, Lightroom
- **3D & Interactive:** Blender, Houdini, Unity, TouchDesigner
- **Programming & Media:** JavaScript, C#, Python, Arduino, Premiere Pro, After Effects, Logic Pro, VCV Rack 2
- **Office Tools:** Microsoft Office (Word, Excel, PowerPoint), Google Workspace, Notion

Exhibitions

Solo Exhibitions

Desenlace
Maccarren Park House

New York, US
Oct 2024

- **Stage Design & Projection Preparation:** Created immersive stage environments using recycled fabrics for both indoor performance and outdoor DJ booth; supported projection mapping by assisting with projector calibration and technical setup.

Welcome to the Other Side II
Pratt Institute ARC

New York, US
Feb 2025 – Mar 2025

- **Sensory Interaction Design:** Developed the interactive structure and selected media to engage multiple senses; programmed distance sensors to enable physical interaction.
- **Sculpture & Visual Production:** Sketched, fabricated, and painted sculptures; created stage-based visuals using TouchDesigner and contributed to all visual elements across interaction phases.
- **Installation & Documentation:** Sourced scent components and materials; managed installation and takedown; filmed and edited exhibition footage for promotion.

Japan Dérive
SOBASUTA Co., Ltd. Tokyo Office & Gallery

Tokyo, Japan
Mar 2025 – Apr 2025

- **Virtual Environment & AI Modeling:** Processed original photography into a 3D virtual world using AI-generated models and Unity; designed an explorable environment with a glass digital figure.
- **Cross-Cultural Collaboration & Curation:** Digitally integrated scanned glass works from Tama University artists; coordinated remote setup and exhibition presentation in Japan.

Group Exhibitions

Mountains, Cities, and Forests
Xiang Art Museum | Shanghai, China

Shanghai, China
Sep 2022 – Oct 2022

- Exhibited Works: Eight Immortals Table
- Curator: Yida Lin
- **Multimedia Creation:** Filmed and edited video content, composed original soundtrack, and designed key visual materials such as the exhibition booklet and promotional poster.
- **3D Production & Public Engagement:** Conducted 3D scanning and printing of an antique table, managed fabrication and logistics for museum display, and led on-site audience tours to introduce the work.

Luminous Waves
BioBat Art Space

New York, US
Feb 2025 – May 2025

- Exhibited Works: Blue Tears
- Curator: Elena Soterakis
- **Exhibition Design & Fabrication:** Designed the overall exhibition structure based on collaborative concepts; researched, sourced, laser-cut, and assembled diverse acrylic materials.
- **Visual & Lighting Implementation:** Created interactive visuals using TouchDesigner, calibrated lighting, and produced luminous wall graphics for spatial information display; participated in full installation and deinstallation.

Fungi
Brooklyn Waterfront Artists Coalition

New York, US
Jun 2025 – Jul 2025

- Exhibited Works: Blue Tears
- Curator: Zeke Depas

Meta-Morphosis

One Art Space | New York, US

New York, US

May 2025 – Jun 2025

- Exhibited Works: 1 in 4
- Curator: Andrea Defelice
- **Immersive Experience Design:** Created an interactive stage installation featuring a custom AI character scripted in JavaScript, embedded within a responsive narrative environment.
- **Hardware Integration & IoT Interaction:** Modified a century-old phone booth and vintage telephone to interact with Raspberry Pi and smart plugs, enabling real-time sound and lighting triggers through network communication.
- **Production & Audience Engagement:** Oversaw logistics, installation, and teardown; documented and edited video content; presented the work and guided audience interaction during the exhibition opening.